Figure 1

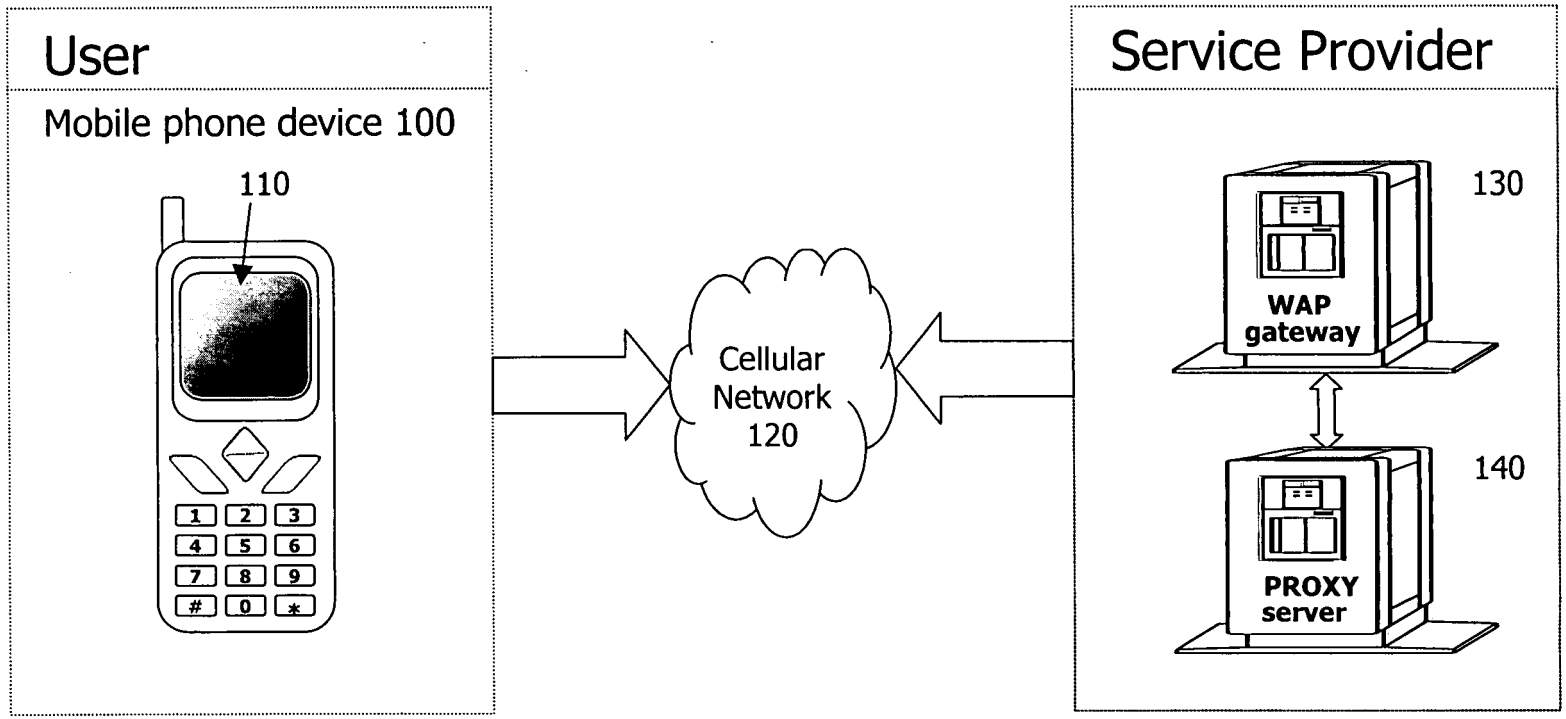
User
Mobile phone device 100
110
Cellular
Network
120
Service Provider
130
WAP
gateway
140
PROXY
server

Figure 2

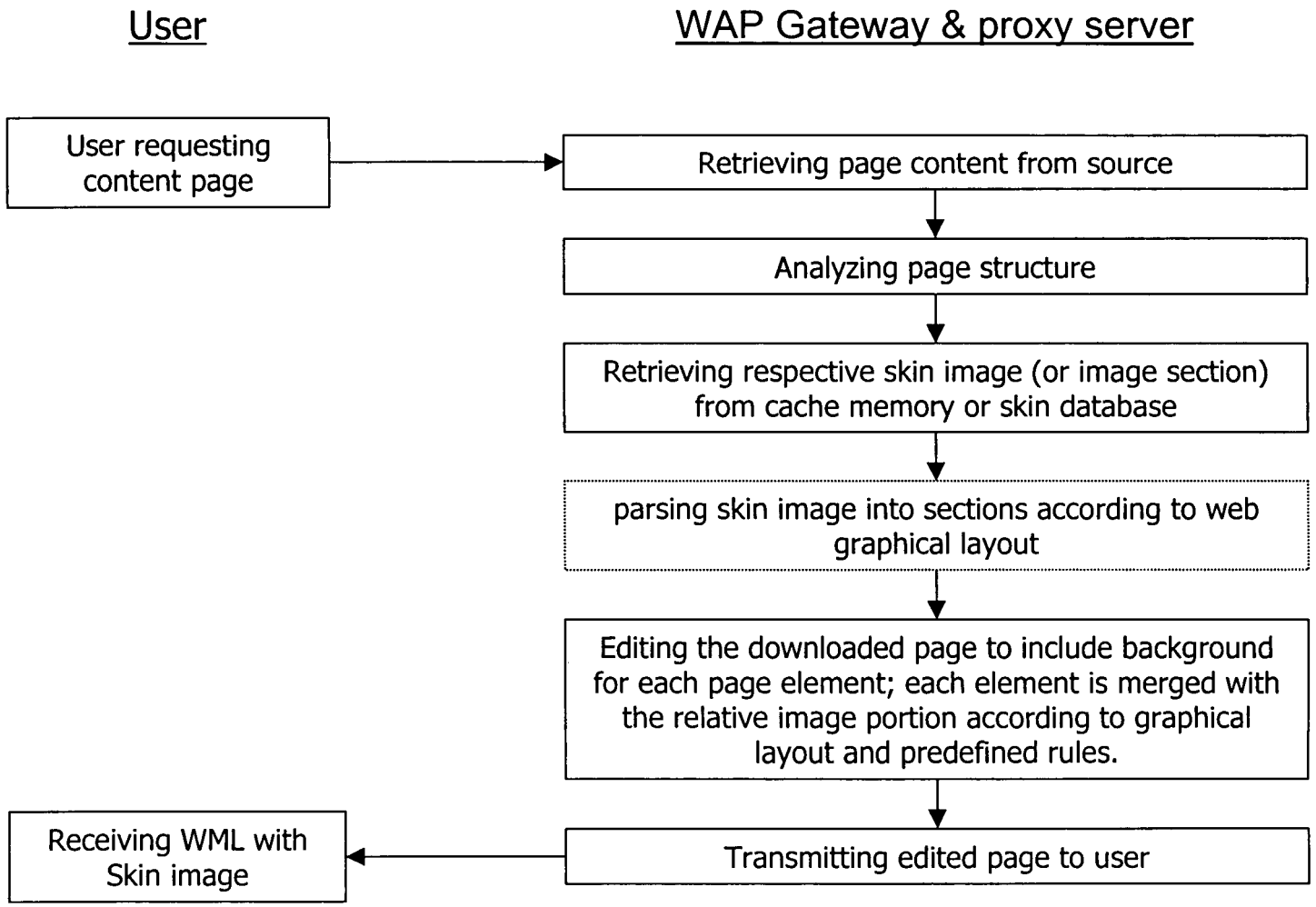
User
WAP Gateway & proxy server
User requesting content page
Retrieving page content from source
Analyzing page structure
Retrieving respective skin image (or image section) from cache memory or skin database
parsing skin image into sections according to web graphical layout
Editing the downloaded page to include background for each page element; each element is merged with the relative image portion according to graphical layout and predefined rules.
Transmitting edited page to user
Receiving WML with Skin image

Figure 2.1 –

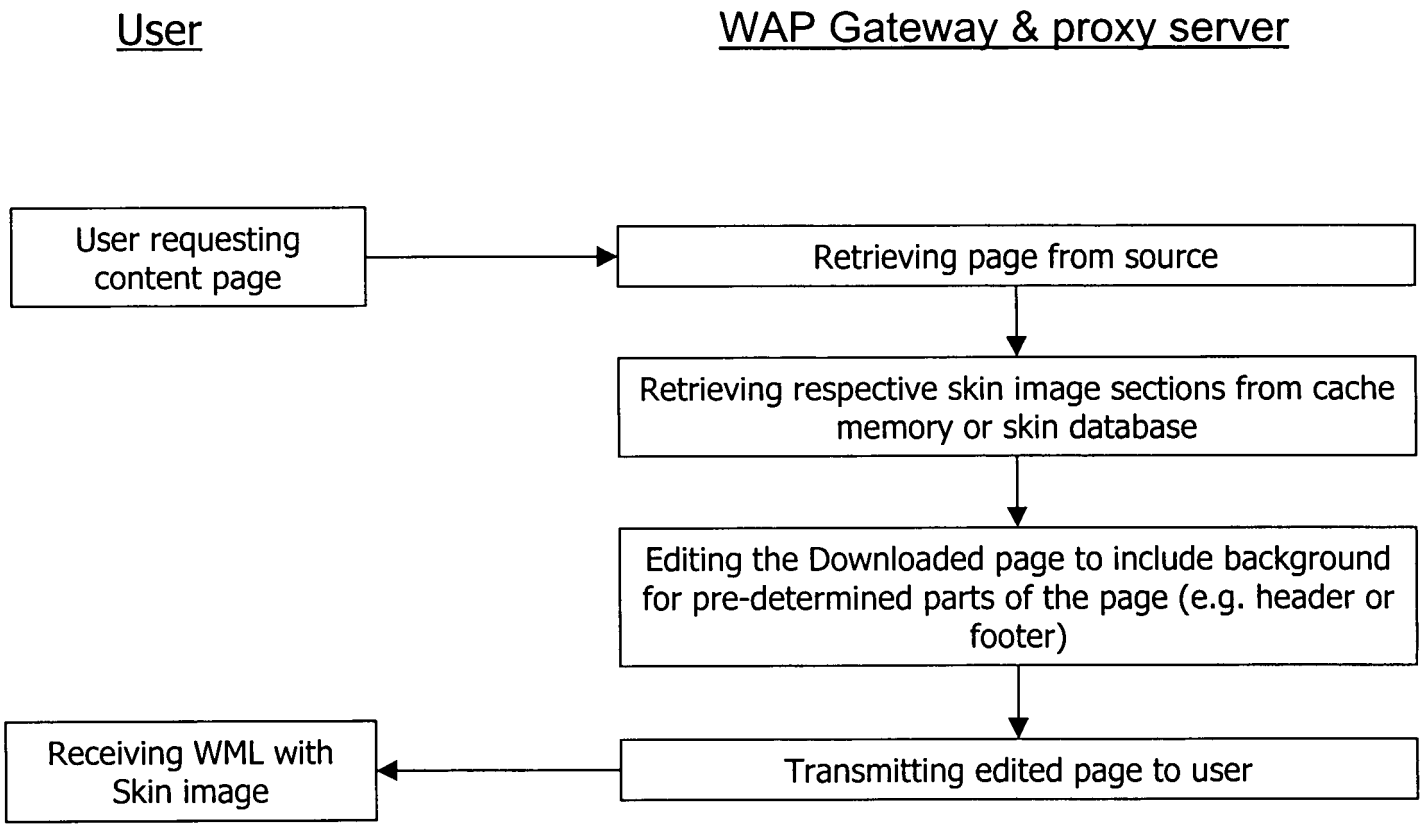
User
WAP Gateway & proxy server
User requesting content page
Retrieving page from source
Retrieving respective skin image sections from cache memory or skin database
Editing the Downloaded page to include background for pre-determined parts of the page (e.g. header or footer)
Transmitting edited page to user
Receiving WML with Skin image

Figure 3 – Original Skin Image

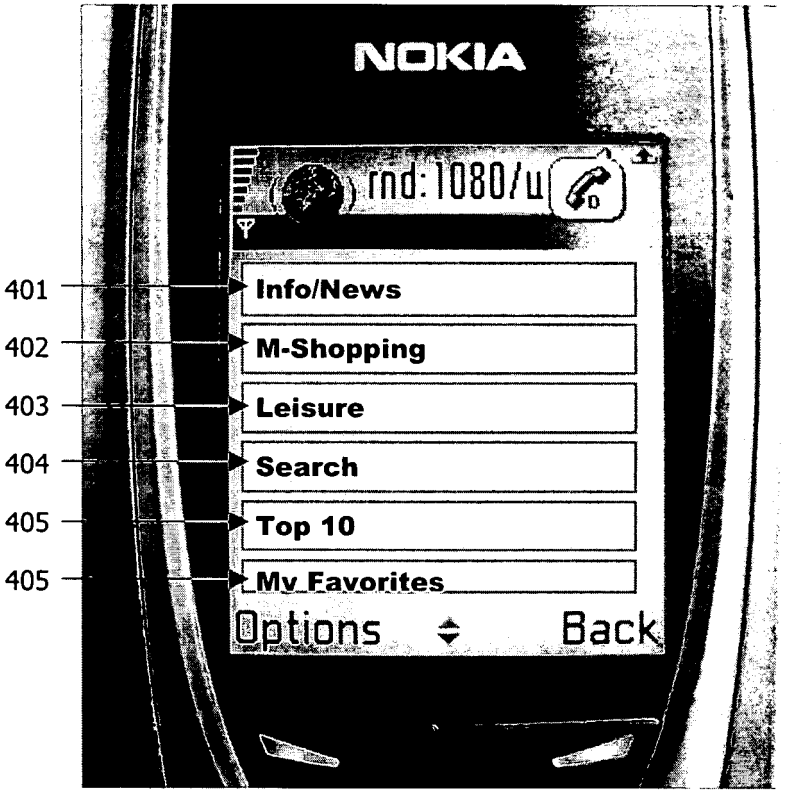

Figure 4 – WML web structure

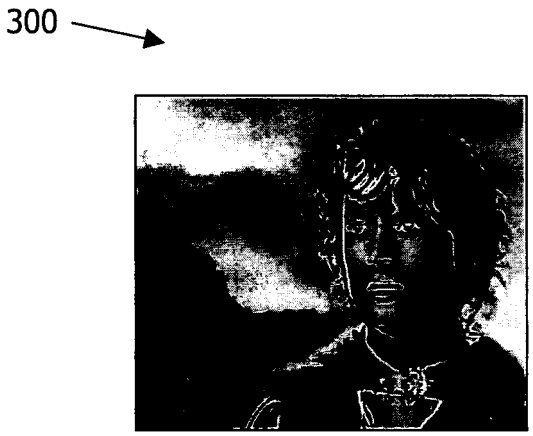

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Figure 5 – Sliced Skin Image

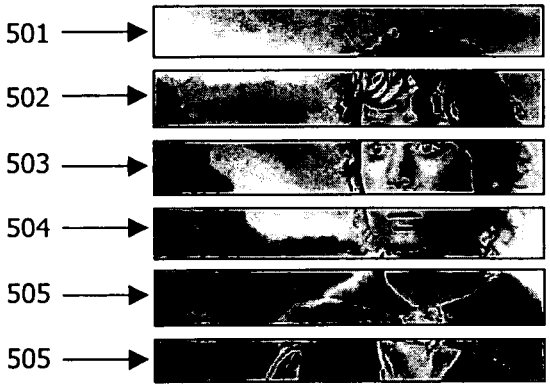
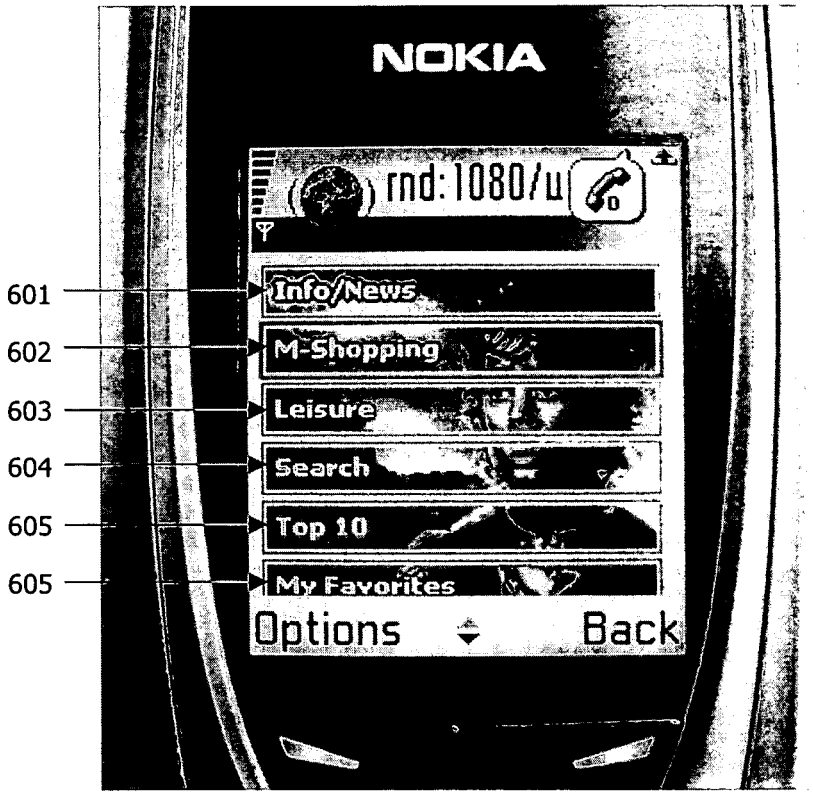


Figure 6 – Edited WML web with skin image



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